

## iOS Tab

Use this tab to manage the settings related to packaging your application for iOS.

Note that this tab is available only if the target platform of the build configuration is Mobile (AIR Mobile) and the output type is Application.

Item	Description
Enabled	Turn this option on if you are going to use the build configuration for creating an application descriptor and packaging your application for iOS.
Application descriptor	<p>Specify the <a href="#">application descriptor</a> to be used:</p> <ul style="list-style-type: none"><li>■ <b>Generated.</b> An auto-generated descriptor will be used.</li><li>■ <b>Custom template.</b> The descriptor generated according to the specified template will be used.</li></ul> <p>To use an existing template, click  (Shift+Enter) and select the template file in the <a href="#">dialog that opens</a>.</p> <p>To create and use a new file, click <b>Create</b>. In the <a href="#">Create AIR Descriptor Template dialog</a> that opens, specify the descriptor file properties and click <b>Create</b>.</p> <p>When the template is used for generating the application descriptor (e.g. during the compilation or packaging), the text in the &lt;content&gt; element is replaced with the name and extension (.swf) of the application file.</p>
Package file name	Specify the name of the resulting package file.
Files and folders to package	<p>In addition to the <a href="#">application SWF file</a>, you may also want other application assets to be packaged. If so, specify the locations of these additional assets.</p> <ul style="list-style-type: none"><li>■ <b>Path to file or folder.</b> Edit the absolute path to the file or folder where the desired asset resides. Use  (Shift+Enter) to select the file or folder in the <a href="#">corresponding dialog</a>.</li><li>■ <b>Its relative path in package.</b> Specify the relative asset location in the package.</li><li>■ <b>+ (Alt+Insert).</b> Use this icon or shortcut to add another asset to the list. Select the asset location in the <a href="#">dialog that opens</a>.</li></ul> <p>Note that for assets within the module source roots, their relative locations in the package, by default, will be set the same as in the source folder. That is, for a file &lt;src&gt;\images\my_icon.png, its relative location in the package, by default, will be images\my_icon.png.</p> <ul style="list-style-type: none"><li>■ <b>- (Alt+Delete).</b> Use this icon or shortcut to remove the selected item or items from the list.</li></ul>

Item	Description
Provisioning profile	<p>Specify the location of your iOS provisioning profile.</p> <p>Type the path in the field or click  (Shift+Enter) and select the provisioning profile in the <a href="#">dialog that opens</a>.</p> <p>For information on provisioning profiles, see <a href="#">Creating and Downloading Development Provisioning Profiles</a>, <a href="#">How to Create a Provisioning Profile for iPhone</a>, <a href="#">Getting Your Provisioning Certificate to be Recognized by Your iPhone</a> or other online resources.</p>
Keystore file	<p>Specify the path to the keystore file. (This is where a private key and corresponding certificate are stored.)</p> <p>Type the path in the field or click  (Shift+Enter) and select the keystore file in the <a href="#">dialog that opens</a>.</p> <p>(Your keystore file, most probably, has the .p12 extension.)</p>
Apple iOS SDK	<p>If you want to use a particular Apple iOS SDK to package your application, you can specify the path to that SDK in this field. For example, if you have built an extension with the latest iOS SDK, you may want to use that SDK when packaging your application.</p> <p>Type the path in the field or click  (Shift+Enter) and select the SDK installation folder in the <a href="#">dialog that opens</a>.</p>
Additional ADT options	<p>If necessary, specify additional command-line options to be passed to ADT. (ADT is a tool used for application packaging.) For more information, see <a href="#">ADT package command</a> in Adobe AIR documentation.</p> <p>If you need more room to type, click  (Shift+Enter) to open the <b>Additional ADT Options</b> dialog where the text entry area is larger.</p>

## See Also

### Procedures:

- [Working with Build Configurations](#)

### Language and Framework-Specific Guidelines:

- [ActionScript and Flex](#)

### Reference:

- [Build Configuration Page for a Flash Module](#)
- [General Tab](#)
- [Dependencies Tab](#)
- [Compiler Options Tab](#)
- [AIR Package Tab](#)
- [Android Tab](#)

### Web Resources:

